TURTLE BEACH®

EAR FORCE®

PX3

ENGINEERED FOR: PS3™

ALSO WORKS WITH: XBOX 360®, PC/Mac®

Programmable Wireless Gaming Headset

User Guide

DIGITAL RF™ WIRELESS GAME SOUND

DSP DIGITAL SIGNAL PROCESSING™ PROGRAMMABLE GAME AUDIO

What's in the Box

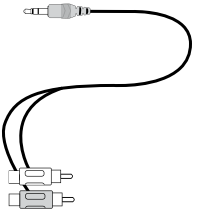
PX3 Headset

Headset Charging Cable

XBOX 360® Talkback Cable

PX3 Transmitter

Transmitter USB Cable



RCA Splitter Cable

PX3 Presets Reference Card

User Guide

Turtle Beach Sticker

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download PX3 software and additional presets at:
www.TurtleBeach.com

product support and warranty information:
www.TurtleBeach.com/support

View our YouTube videos:
www.youtube.com/TurtleBeachVideos

About the Ear Force PX3

The Ear Force PX3 is an advanced wireless headset that is engineered for the PS3, and also works with XBOX 360 and PC/Mac gaming. To get the most from your gaming experience with your PX3, please take a few minutes to review this user guide.

Digital RF Technology
The PX3 provides wireless CD-quality game and chat sound on the PS3 via digital RF (radio frequency) that communicates with the PX3 transmitter. The PS3 chat and voice signals are transferred between the PS3 and transmitter via the USB connection. When used on the XBOX 360, chat and voice signals are sent to the controller via the included XBOX 360 Talkback Cable.

Digital Signal Processing (DSP)
The PX3 uses digital signal processing to customize the game and chat audio signals, improving performance in specific gaming situations. These settings are stored as presets that can be easily called up to change the characteristics of the game and chat sound. For example, you can use the presets to accentuate sounds like footsteps or enemies reloading a gun that might otherwise be difficult to hear with normal game audio.

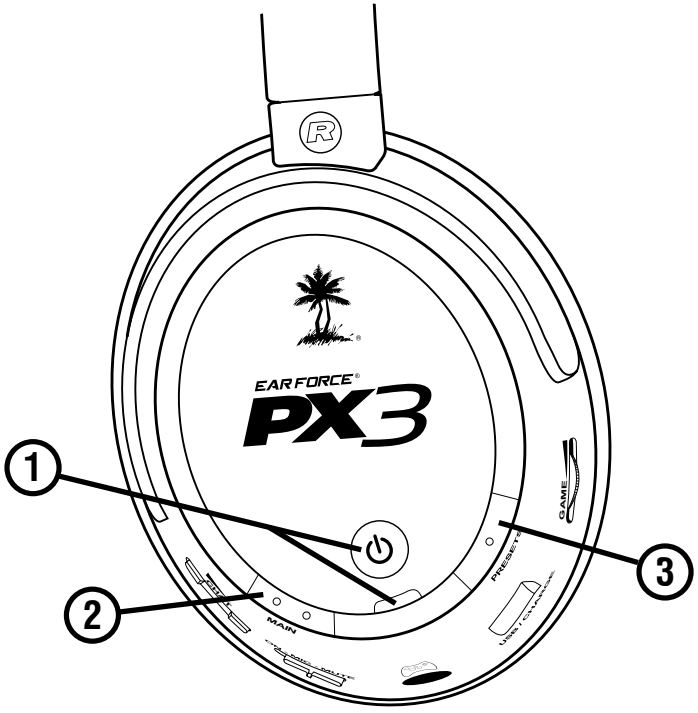
Interchangeable Presets
The USB connection on the transmitter lets you connect your PX3 to a PC and replace the factory presets with new presets downloaded from TurtleBeach.com. That means you can customize your PX3 and turn it into your own "secret weapon" that's unlike anyone else's headset!

Rechargeable Battery
The PX3 includes an internal rechargeable battery that lets you play for more than 10 hours before requiring a recharge. By connecting the included Headset Charging Cable to the transmitter, you can continue playing while the headset recharges.

Listen to your favorite music while playing a game
The PX3 transmitter includes a stereo input for your digital music player, so you can enjoy your favorite songs while playing the game.

Engineered for High Quality Sound
The PX3 is designed to deliver high-quality audio that makes it ideal for gaming, movies and digital music playback. The high-fidelity, 50mm speakers are encased in acoustically-tuned, circumaural ear cups with soft fabric cushions and deliver extended bass with extraordinary dynamic range for optimum audio performance.

PX3 Headset



1. **Main Power Button with LED**

   Powering ON: Press and hold for 3 seconds. A double high tone will sound and the LED will begin to blink about once per second.

   Powering OFF: Press and hold for 3 seconds. A double low tone will sound and the LED will turn off.

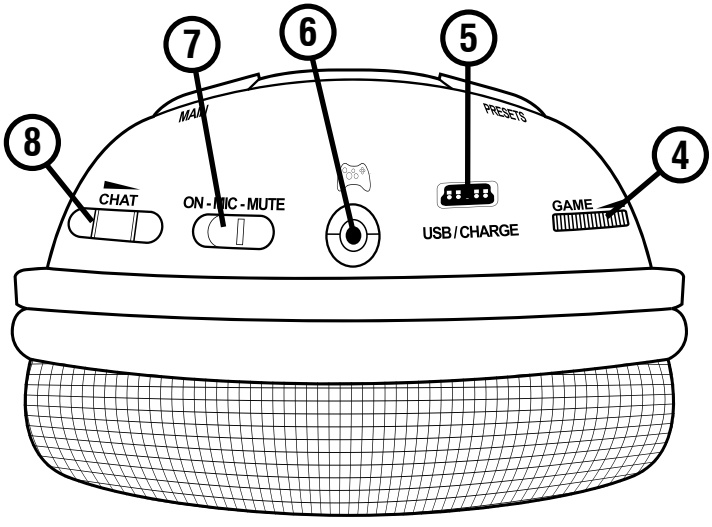
   Automatic Power OFF: If the Headset doesn't detect any audio for more than 5 minutes, or if the Transmitter has been powered off for more than 5 minutes, the headset will automatically shut down to conserve battery power.

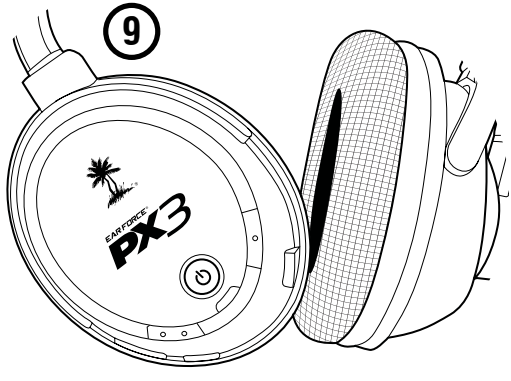
   Pairing Mode: Press and hold for more than 6 second to initiate pairing mode between the headset and transmitter. (See "Pairing the Headset and Transmitter" on pg. 8 for further details.)

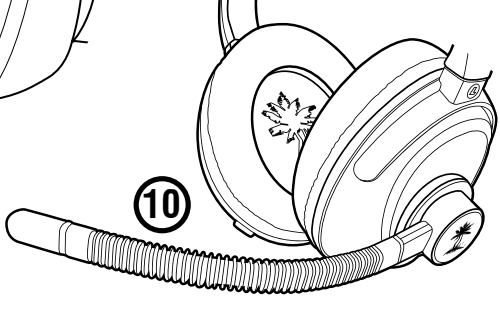
2. **Main (Main Preset Button)**
   Press to toggle between the selected (alternate) preset and the main (default) preset. One high tone and one low tone will sound when the main preset is activated. (See "Presets" on pg. 17 for further details)

3. **Presets (Alternate Presets Button)**
   Press to select one of eight (8) alternate game audio presets. A series of low and high beeps indicate the active presets. (See "Presets" on pg. 17 for further details)

PX3 Headset (con't)







4. **Game Volume Control**
   Turn to adjust game volume level.
   NOTE: This is a continuous-turn control and does not stop at each end of the rotation.

5. **Mini USB Input**
   Used for charging the headset or for connecting the headset to a computer. The headset may be charged by connecting this Mini USB input to the USB input on the transmitter using the included Headset Charging Cable.
   NOTE: The Headset Charging Cable included with the PX3 can only be used to charge the headset and cannot be used as a standard USB data cable. An optional USB Standard-A to USB Mini-B cable is required to use wired mode with a PC.

6. **XBOX 360 Controller Jack**
   When using the PX3 for XBOX LIVE chat, insert the straight end of the included XBOX 360 Talkback Cable into this jack and the right angle end into the XBOX 360 controller.

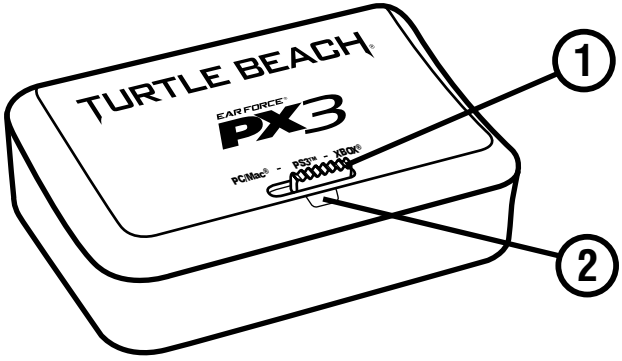
7. **Mic Mute Switch**
   Toggles the MUTE on the microphone.

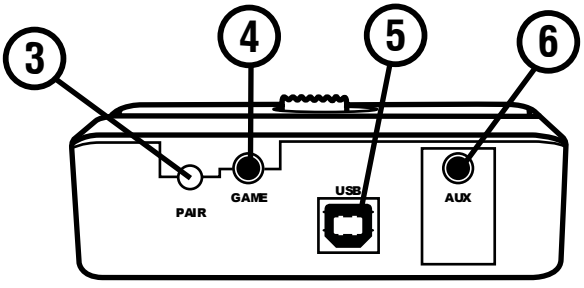
8. **Chat Volume Control**
   Press to adjust the chat volume level.

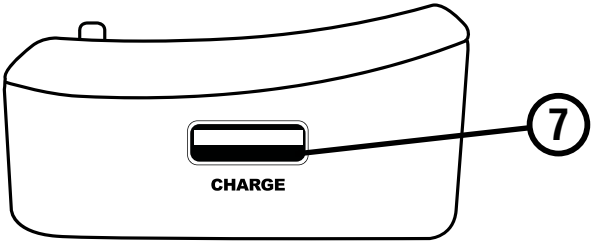
9. **Swivel Ear Cups**
   The ear cups may be turned 90 degrees to rest conveniently around your neck.

10. **Flexible Microphone with Adjustable Boom**

PX3 Transmitter







1. **Mode Selection Switch**
   Slide to change between PS3, XBOX 360, and PC/Mac modes.

2. **LED Indicator**
   A solid LED indicates the Transmitter is powered on and communicating with the Headset. A slowly blinking LED indicates the Transmitter can't communicate with the headset because it is powered off, not paired, or out of range. If this occurs, please refer to "Pairing the Headset and Transmitter" on pg. 8.

3. **Pairing Button**
   Press and hold for 3 seconds to activate pairing mode. The LED will begin to blink rapidly.
   (See "Pairing the Headset and Transmitter" on pg. 8 for further details)

4. **Game Audio Input Jack**
   Insert the 3.5mm end of the included RCA Splitter Cable into this jack.

5. **USB Port**
   Insert the included Transmitter Power Cable into this port. Insert the other end into an available USB port on your gaming console or computer.

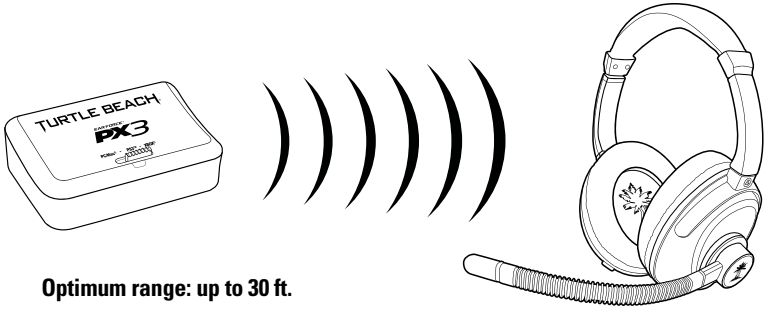
6. **Auxiliary Input Jack**
   Provides a 3.5mm input for digital music players or additional audio sources (cable sold separately). The audio from the auxiliary input will be mixed with the game audio and can be adjusted with the game volume control on the headset.
   NOTE: The auxiliary input is only active in PS3 and XBOX 360 modes.

7. **Charging Port**
   Used for recharging the Headset battery. Insert one end of the included Headset Charging Cable into this port and insert the other end into the USB/CHARGE port on the Headset. You can continue to use the headset while charging.

Using the Transmitter

Transmitter Range
The Transmitter sends game audio to the Headset via digital radio frequency (RF) signal, so a direct line of sight is not required. When you're out of range, you may hear popping or clicking sounds if the Headset loses the RF signal. For best performance, place the Transmitter in an open area that is unobstructed by objects that might absorb RF signals from the internal antenna. Avoid placing it on metal surfaces, such as the top of a home theater A/V receiver.

When the Transmitter and Headset are communicating, the LED on the Transmitter will be solid on. If this LED is slowly blinking, it means the Transmitter can't communicate with the Headset. This could happen if the headset is turned off, out of range or needs to be "paired".



Optimum range: up to 30 ft.

Pairing the Headset and Transmitter

The Headset and Transmitter in this package are "paired", which means they're synchronized to ensure they work together. When they are communicating, the LED on the Transmitter will be solid. If this LED is slowly blinking, it means the Transmitter can't communicate with the Headset. This could happen if the Headset is turned OFF or out of range. If the LED is slowly blinking when the Headset is ON and within range, then they might need to be "paired" as described below.

Step 1:

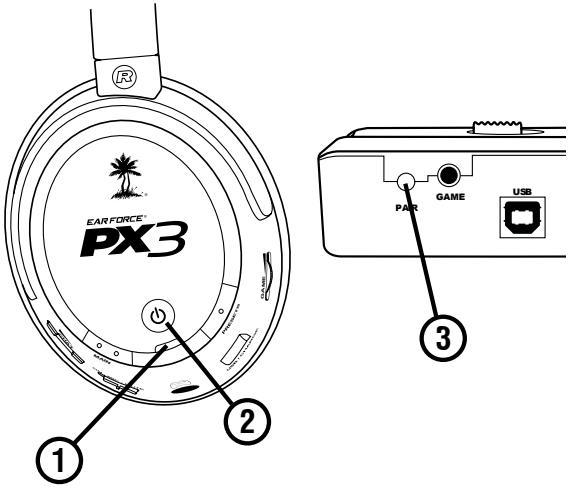
Make sure the Headset is OFF. (The LED on the Headset should be OFF)

Step 2:

Press and hold the POWER button on the Headset for more than 6 seconds. A tone will sound and the LED on the Headset will begin to blink rapidly.

Step 3:

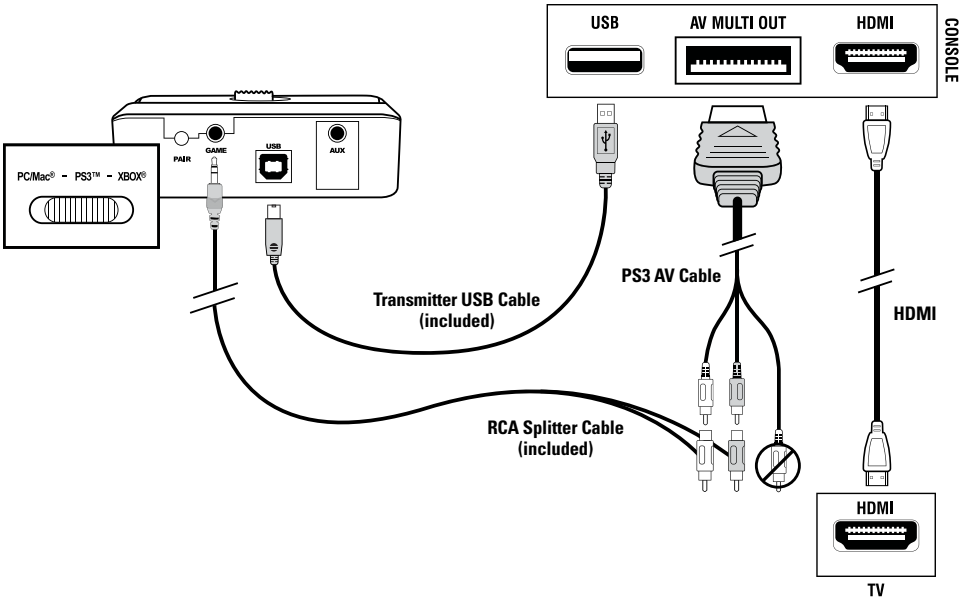
Press and hold the PAIR button on the Transmitter for 3 seconds. The LED on the Transmitter will begin to blink rapidly.



After a few seconds, the LED on the Transmitter should be solid and the Headset LED should be blinking about once per second, indicating that the units are paired.

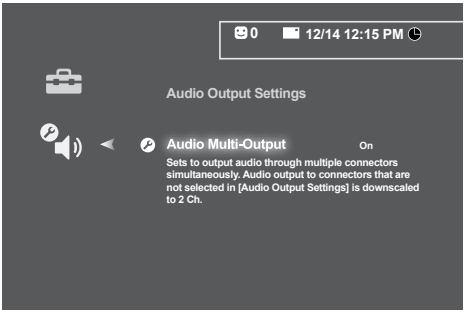
Exit Pairing: A single press on the Headset power button will exit the pairing process.

PS3 Setup (HDMI)

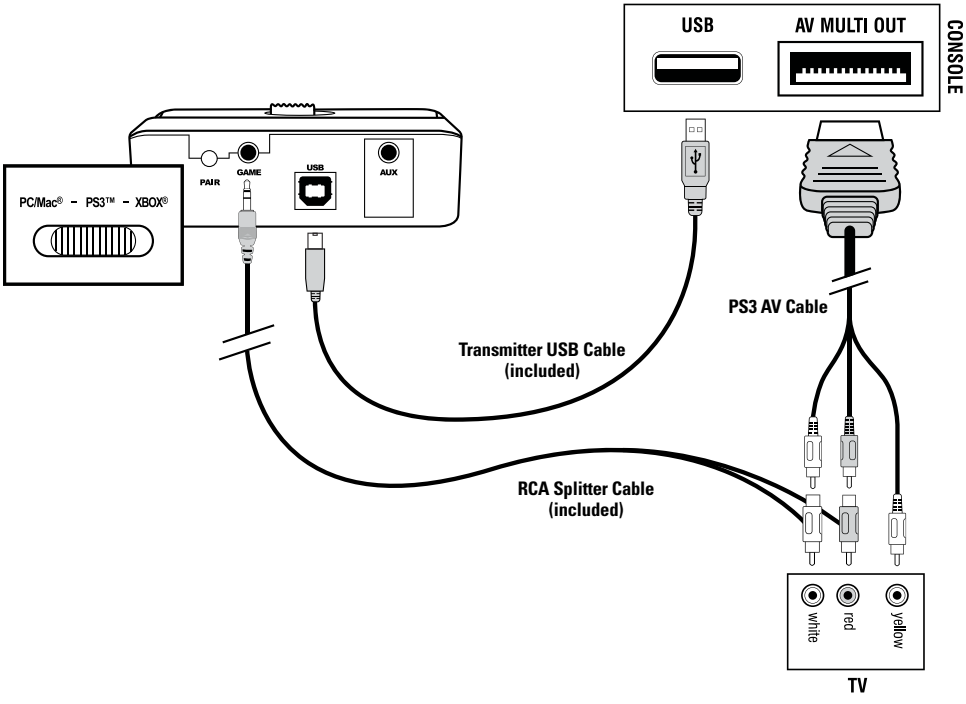


Configure PS3 Sound Settings

In the PS3 menu select:
"Settings > Sound Settings > **Audio Multi-Output** > **On**"


0
12/14 12:15 PM
Audio Output Settings
Audio Multi-Output
On
Sets to output audio through multiple connectors simultaneously. Audio output to connectors that are not selected in [Audio Output Settings] is downscaled to 2 Ch.

PS3 Setup (Composite)

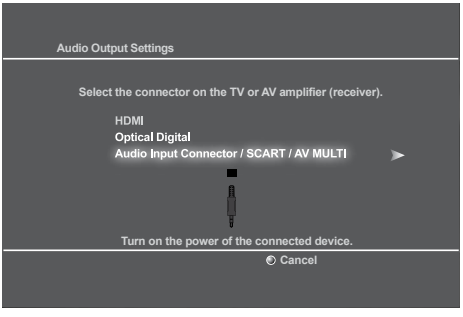


Configure PS3 Sound Settings

Step 1
In the PS3 menu select: "Settings" > "Sound Settings" > "Audio Output Settings".

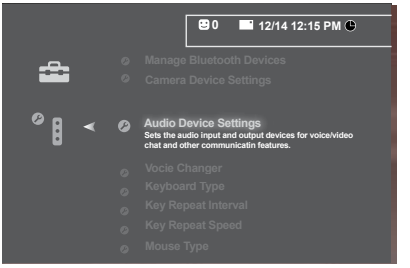
Step 2
Select "**Audio Input Connector / SCART / AV MULTI**" to send the audio output to the PX3.

Step 3
Press "X" to save this setting.

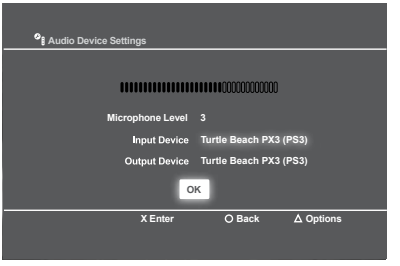

Audio Output Settings
Select the connector on the TV or AV amplifier (receiver).
HDMI
Optical Digital
Audio Input Connector / SCART / AV MULTI
Turn on the power of the connected device.
Cancel

Configure PS3 Accessory Settings

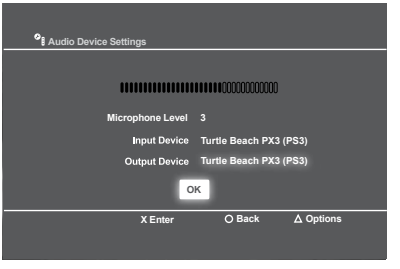
Step 1:
In the PS3 menu select “Settings” > “Accessory Settings” > “Audio Device Settings”.



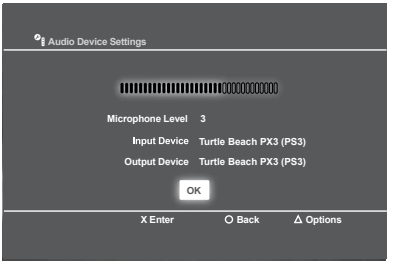
Step 2:
Set the Input Device and Output Device to **Turtle Beach PX3 (PS3)**.



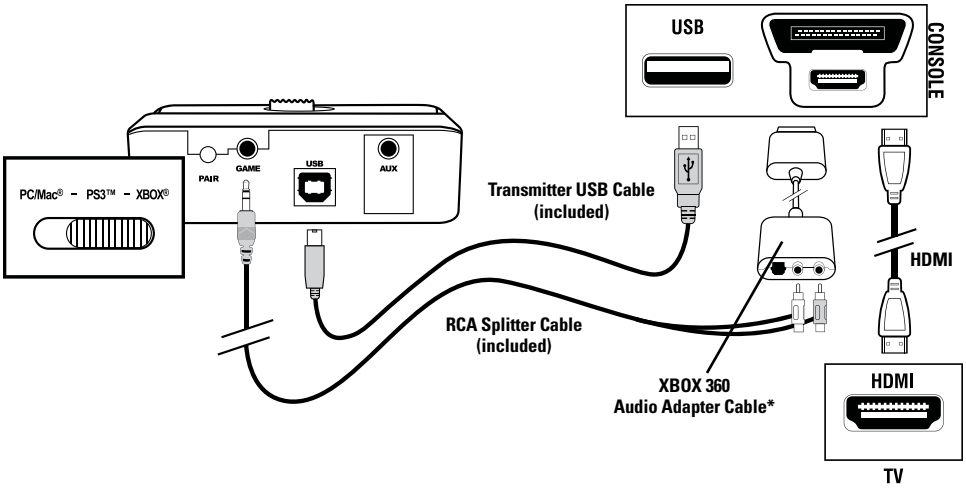
Step 3:
Set the Microphone Level so that the bar graph barely reaches the red area when you speak loudly.
Recommended setting: 4 or 5



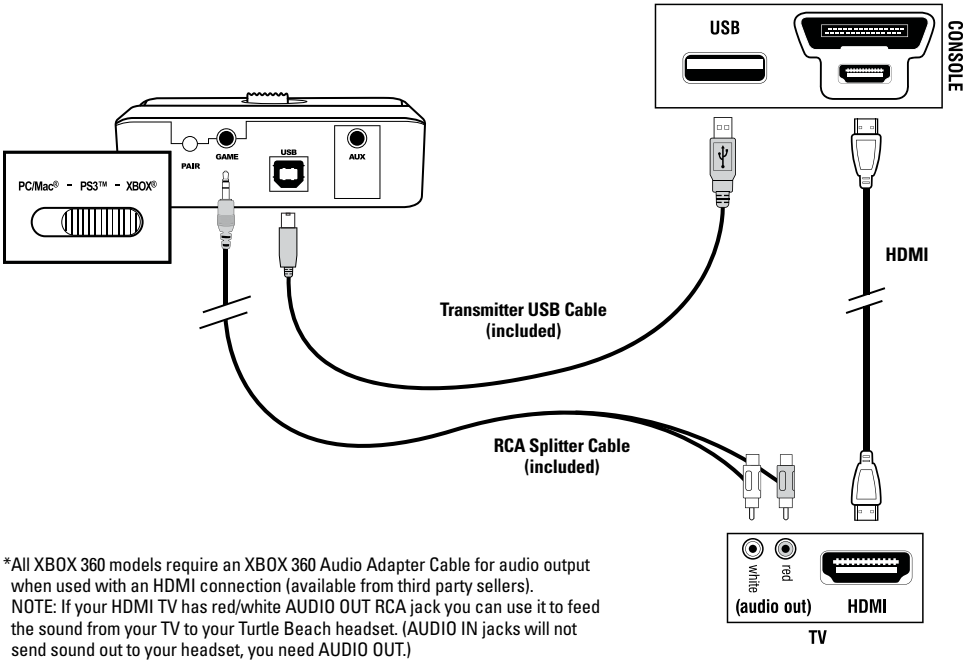
Step 4:
Select OK



XBOX 360 Setup (HDMI)

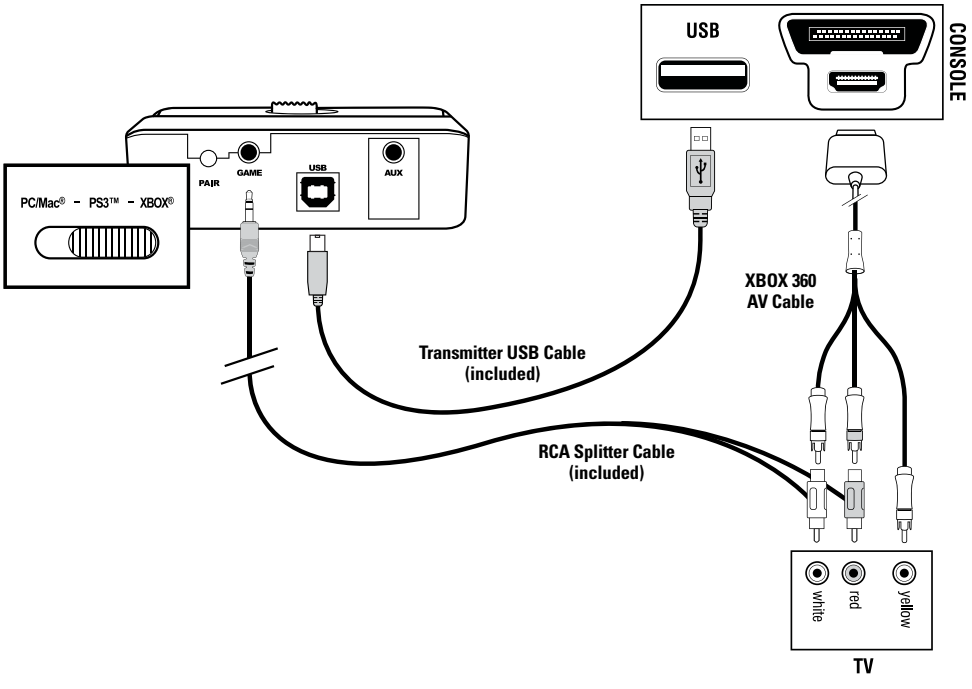


(Alt. Setup)

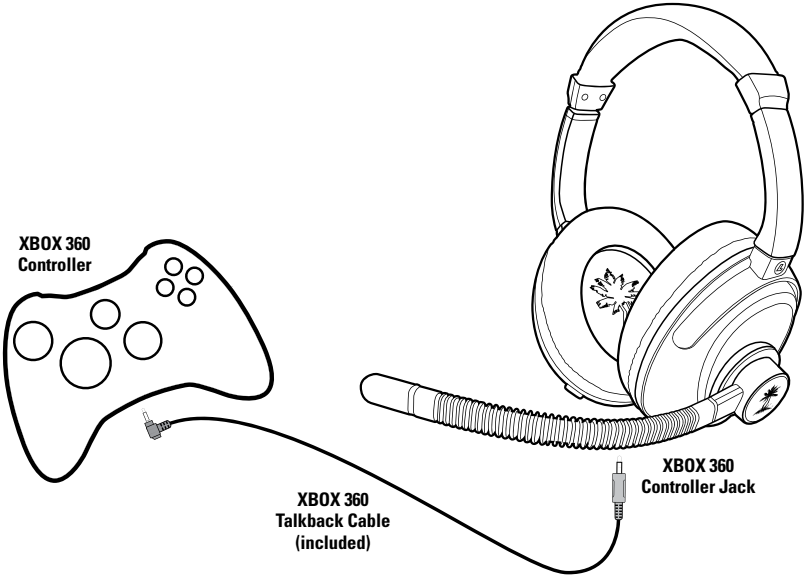


*All XBOX 360 models require an XBOX 360 Audio Adapter Cable for audio output when used with an HDMI connection (available from third party sellers).
NOTE: If your HDMI TV has red/white AUDIO OUT RCA jack you can use it to feed the sound from your TV to your Turtle Beach headset. (AUDIO IN jacks will not send sound out to your headset, you need AUDIO OUT.)

XBOX 360 Setup (Composite)

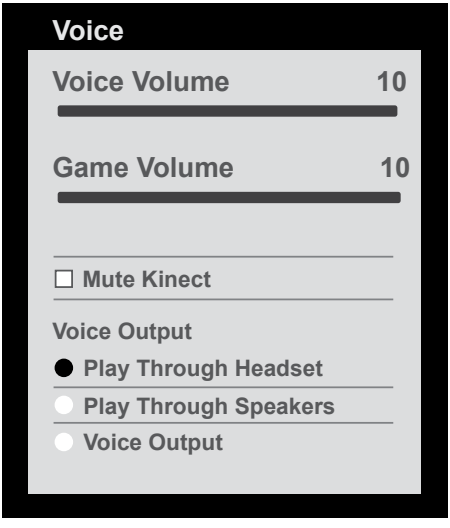


XBOX LIVE Chat Setup



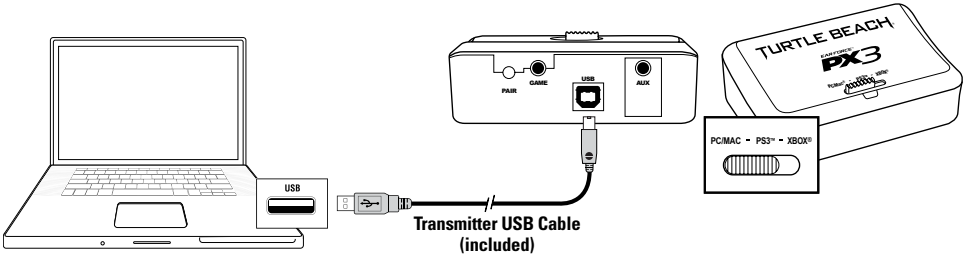
Configure XBOX 360 Voice Settings

1. Press the XBOX 360 Guide Button, select "Settings > Preferences > Voice"
2. Voice Volume = **10**
3. Game Volume = **10**
4. Voice Output = **Play Through Headset**



PC/Mac Setup (wireless)

Wireless Mode (switch Transmitter to PC/Mac mode: presets are deactivated)

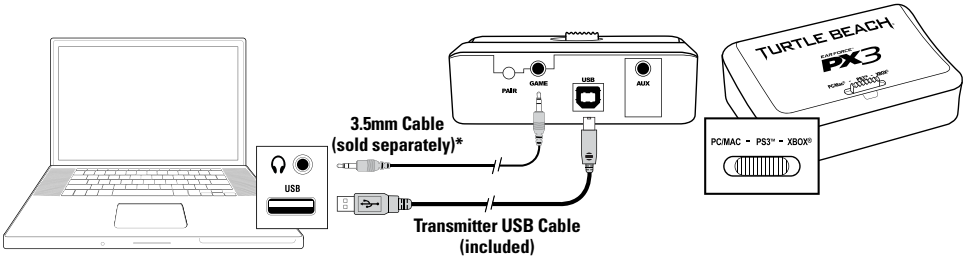


The PX3 functions as a wireless USB stereo headset when connecting the Transmitter to a PC or Mac, and appears as **Turtle Beach PX3 (PC)** in Windows® and Mac operating systems. This lets you assign the PX3 microphone and chat in your game software as a USB audio device.

NOTE: When using this mode, the headset operates as a wireless stereo USB headset and the DSP presets do not operate. To use the presets with a PC/Mac, configure it in PS3 mode as described below.

NOTE: The Game volume can be adjusted from the headset. Chat volume control on the headset is inactive, but can be adjusted in your computer's operating system. The Auxiliary input on the Transmitter is also inactive in this mode.

Wireless Mode with Presets* (switch Transmitter to PS3 mode)

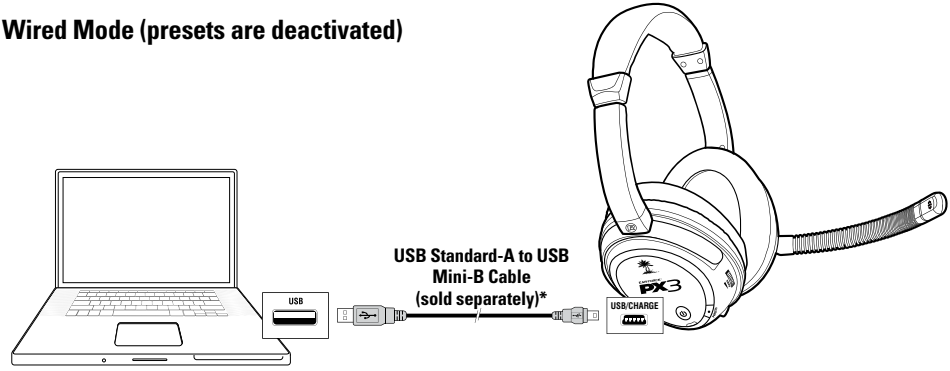


The PX3 functions as both a wireless stereo analog and USB mono headset with presets when connecting the Transmitter to a PC or Mac, and appears as **Turtle Beach PX3 (PS3)** in Windows® and Mac operating systems. In addition to the USB cable (as shown in the setup diagram above), a 3.5mm to 3.5mm cable (sold separately) must be connected from the Transmitter GAME audio jack to the computer's headphone jack.

*** 3.5mm to 3.5mm cable required (sold separately).**

PC/Mac Setup (wired)*

Wired Mode (presets are deactivated)



The PX3 functions as a wired USB stereo headset by connecting a USB Standard-A to USB Mini-B cable* (sold separately) from a PC or Mac directly to the headset (the PX3 Transmitter is not used for this setup).

Insert the USB Mini-B end of cable into the headset and the USB Standard-A end of the cable into your computer. Double press the Power button on the Headset to enter Wired mode. A double tone will sound and the LED on the headset will change to solid RED.

NOTE: The Game volume can be adjusted from the headset. Chat volume control on the headset is inactive, but can be adjusted in your computer's operating system. The Auxiliary input on the Transmitter is also inactive in this mode.

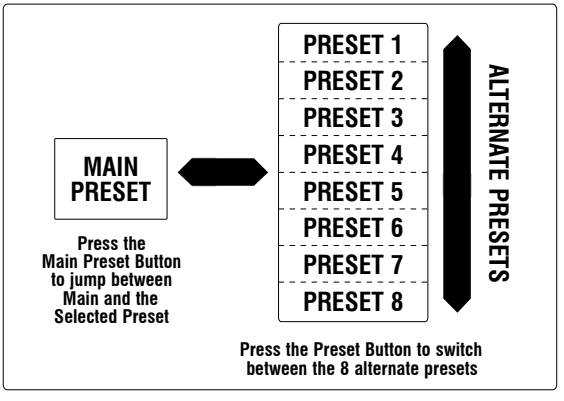
NOTE: Do not use the included Headset Charging Cable for PC/Mac wired mode. It does not include data lines.

*** A USB Standard-A to USB Mini-B cable is required and sold separately. PS3 console users can use their PS3 controller cable for Wired Mode setup.**

Presets

Main and Alternate Presets
The PX3 includes 2 preset modes that are optimized for the PS3 and XBOX 360. Each mode contains 9 presets that are grouped into (1) Main preset and (8) Alternate presets.

The Main preset is "flat", meaning that it does not process the sound, while the Alternate presets are optimized for specific game conditions. Each Alternate preset has different settings to modify the game audio, so as you cycle through them you'll hear the sound change as it's processed by the DSP.



Each time a preset is selected, a tone will sound to indicate the selected preset:

Main: one high and one low tone

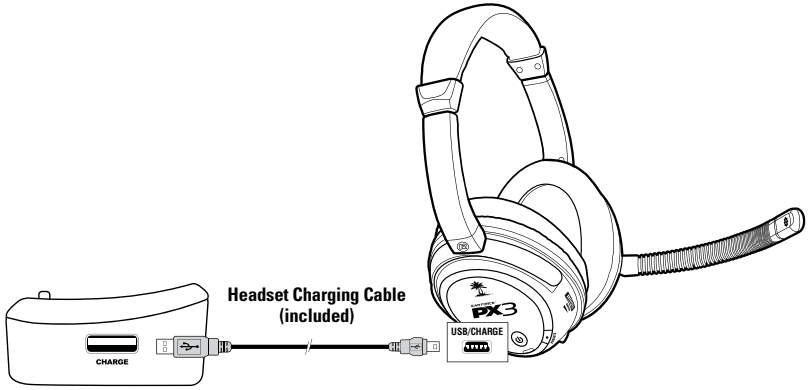
Preset 1: one high tone
Preset 2: two high tones
Preset 3: three high tones
Preset 4: four high tones
Preset 5: one low tone
Preset 6: two low tones
Preset 7: three low tones
Preset 8: four low tones

Using Presets
For best results, start with the Main preset and then toggle to an Alternate preset that's optimized for the game situation you're in. When the situation has passed, you can switch back to the Main preset. For example, if you want to focus in on the sound of enemy footsteps, toggle to an Alternate preset that's optimized for footsteps, then toggle back to the Main preset when you're done.

Changing Presets
The default presets can be replaced with new presets by downloading them from the Turtle Beach website and installing them on your headset. For more information visit www.turtlebeach.com.

Recharging the Headset

The PX3 features a rechargeable lithium polymer battery that provides more than 10 hours of continuous game play. When your headset battery power is low, a tone will begin to sound every 10 seconds until the headset powers off. You can recharge your headset while still gaming with the included Headset Charging Cable. Simply plug the mini USB end into your headset USB/CHARGE port and plug the other end into the CHARGE port on the Transmitter.



If your headset is charging while it's powered off, the LED on the headset will remain solid RED until the headset is fully charged, at which time the headset LED will change to solid GREEN.

NOTE: Do not use the included Headset Charging Cable for Standard USB cable use. It does not include data lines.

PX3 Headset Technical Specifications

· 50mm diameter speakers with neodymium magnets
· Digital Wireless RF (2.4GHz)
· Frequency Response: 20Hz - 20kHz, >120dB SPL @ 1kHz
· Condenser Microphone Frequency Response: 50Hz - 15kHz
· Headphone Amplifier: Stereo 35mW/ch, THD <1%
· Programmable DSP for multiple effects on game and chat sound
· Digital RF provides wide 360-degree reception range
· Lithium Polymer rechargeable battery
· Automatic shut down after approx 5 minutes of carrier loss or silence to conserve battery power
· Weight: 8.8 Oz. (260g)

PX3 Transmitter Technical Specifications

· Digital Wireless RF (2.4GHz)
· Digital RF provides 360-degree transmission range
· Frequency response: 20Hz - 20kHz
· Stereo 3.5mm line input jack
· Stereo 3.5mm aux input jack
· Maximum analog input level: 5Vpp (7vRMS)
· Powered by USB
· Dimensions: H: 1.141" (2.9 cm), W: 3.4" (8.6 cm), D: 2.2" (5.6 cm)
· Weight: 3.2 Oz. (90.7g)

Troubleshooting Tips

No sound

- Check that the Headset volume control is turned up.
- Check that the Transmitter power and audio cables are properly connected.
- Check that the Headset is powered on. The LED under the POWER button on the right ear cup should be blinking.
- Check if the Transmitter LED is on. If the LED is blinking, it indicates that the Transmitter isn't communicating properly with the headset. If the headset is on and the Transmitter LED is blinking slowly, then the Headset and Transmitter need to be "paired" as described in "Pairing the Headset and Transmitter".
- Try cycling the power on both the headset and the transmitter.

Audio Drops, Popping or Clicking Sounds

Audio dropouts, popping or clicking sounds on the headset are caused by poor reception. This can occur when:

- The headset and transmitter are out of range. For best performance, use the headset within 30 feet of the transmitter.
- There's a wall or other large object between the headset and transmitter.
- The transmitter is in a bad location that is interfering with the signal.
- A wireless base station or wireless router is causing a lot of RF activity that's interfering with the RF signal from the transmitter.

Low Battery Symptoms

When battery power is low, the headset might shut down soon after you turn it on, or it might turn off during very loud sounds in the game or button presses. If this happens, recharge the battery with the included battery charging cable.

Maintaining Your Headset

Avoid Heat: Avoid resting or storing the headset or cables in or on top of units that generate heat. Gaming consoles are known to generate and dissipate unusually high levels of heat, and the heat can degrade the plastic resulting in twisting and eventual exposure of the internal wiring.

Storage: To help prevent damage to your Turtle Beach Headset, store it in a dry location where there is no risk of heavy items falling on your headset. Do not leave your headset or any accessories in a location where people or pets might accidentally trip over it.

Cleaning: Only use a dry cloth or slightly damp cloth. Cleaning solutions may damage your headset.

Transporting: Always disconnect all cables when transporting your headset.

Pets: Pets love to chew cords. To prevent this, keep your headset out of the reach of your pets.

XBOX 360 Talkback Cable: Pressure on the Talkback Cable can cause the jacks in the headset or XBOX 360 controller to become loose. A loose jack or wear and tear on the Talkback Cable can result in poor connection, pops, clicks, static, etc. In some cases of excess pressure, the tip of the talkback cable can break off inside the controller. Turtle Beach is not responsible if this happens to your XBOX 360 Controller.

Safety Notice

To avoid potential damage to the device, always disconnect all cables before transporting it.

WARNING: Permanent hearing damage can occur if a headset is used at high volumes for extended periods of time, so it is important to keep the volume at a safe level. Over time, your ears adapt to loud volume levels, so a level that may not cause initial discomfort can still damage your hearing. If you experience ringing in your ears after listening with the headset, it means the volume is set too loud. The louder the volume is set, the less time it takes to affect your hearing. So, please take care to listen at moderate levels.

- Before placing a headset on your ears, turn the volume down completely, then slowly increase it to a comfortable level.
- Turn down the volume if you can't hear people speaking near you.
- Avoid turning up the volume to block out noisy surroundings.

Notes

For more products, accessories and general product information, please visit TurtleBeach.com

For warranty information and product support, please visit http://turtlebeach.com/support

IC Radiation Exposure Statement for Canada
This equipment complies with IC radiation exposure limits set forth for an uncontrolled environment. To maintain compliance with IC RF exposure compliance requirements, Please avoid direct contact to the transmitting. End users must follow the specific operating instructions for satisfying RF Exposure compliance. The equipment must not be co-located or operating in conjunction with any other antenna or transmitter. Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device. Caution: The device is incapable of transmitting in the band 5600-5650 MHz band in Canada.

FCC Caution:
Any Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This product is CE marked according to the provisions of the R&TTE Directive (99/5/EC)
Frequency Range: 2.404-2.476GHz • Grantee Code/Reg Number: XGB/GC229855 • Voyetra Turtle Beach, Inc.

FCC Code: XGB-TB2240 IC ID: 3879A-2240
FCC Code: XGB-TB2241 IC ID: 3879A-2241

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Chat volume automatically increases as the game gets louder.

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